

# CONTROLS

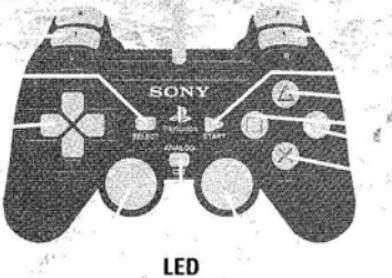
L2 Button

L1 Button

SELECT

**DIRECTIONAL  
PAD**

**LEFT STICK**  
(Not Used)



LED

R2 Button

R1 Button

START

△ Button

□ Button

○ Button

× Button

**RIGHT STICK**  
(Not Used)

## FIELD SCREEN

**L1 Button** Not Used

**L2 Button** Not Used

**Directional Pad**

Move Up/Down/Left/Right/  
Diagonally; Move the Cursor

**Select** Not used

**Start** Pause/Restart a Game

**R1 Button** If pressed during a move,  
the Character walks slowly

**R2 Button** Not Used

**△ Button** Open a Menu;  
Cancel a Command

**○ Button** Not Used

**×** Button Talk to a Character;  
Execute a Command

**□ Button** Not Used

## BATTLE SCREEN

**L1 Button** Increase the Special  
Technique Power

**L2 Button** Not Used

**Directional Pad**

Select a Battle Icon or Item

**Select** Switch the Opponent's HP  
Display On/Off

**Start** Pause/Restart a Battle

**R1 Button** Increase the Special  
Technique Power

**R2 Button** Not Used

**△ Button** Open Item menu; Cancel

**○ Button** Not Used

**×** Button Execute Command for  
Battle Icon or Item Selection

**□ Button** Use a Special Technique

DIGIMON WORLD is a mysterious fusion of the natural world and digital fantasy. At one time, many kinds of Digimon lived together on File Island, but at a certain moment in their history, some Digimon lost the ability to speak. They left File City to wander the various landscapes of File Island.

## Factored Town

messy and disorderly machine town is a junk and high-tech oasis. Digimon often hide in its sewers.



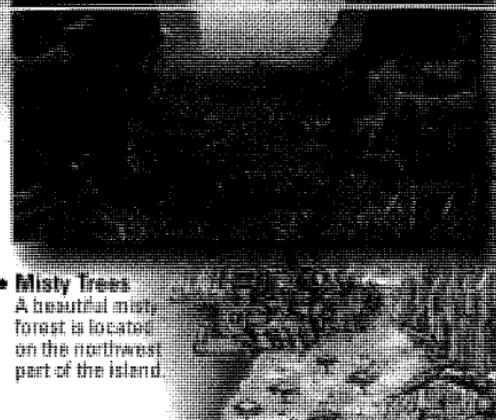
## Native Forest

A peaceful forest surrounds File City. There is a famous dragon lake (Dragon Eye Lake) to the southwest.



## Misty Trees

A beautiful misty forest is located on the northwest part of the island.



## Tropical Jungle

A lush green tropical jungle shelters a natural spring.



## File City



## Frosteland

On the north coast of the island is an area particularly frigid in winter (Oct. and Nov.). It has a thin layer of ice covering the ground.

## MAIN CHARACTERS

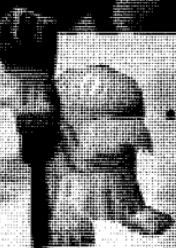
### Playa (You)

Playa is a boy who loves Digimon and wants to bring them to Digital World.



### Digimon

Playa's best friend, Digimon, is a Digimon who has the ability to transform into different Digimon forms.



### IN-TRAINING DIGIMON



#### • Gatomon

Gatomon is a small, dark Digimon who is very playful and curious.

#### • Agumon

Agumon is a small, white Digimon who is very friendly and has a lot of energy.

### ROOKIE DIGIMON



#### • Agumon

Agumon is a small, white Digimon who is very friendly and has a lot of energy.

#### • Gatomon

Gatomon is a small, dark Digimon who is very playful and curious.

## DIGIMON GROWTH

As time passes, Digimon grow and transform from a Rookie to a Champion to an Ultimate.

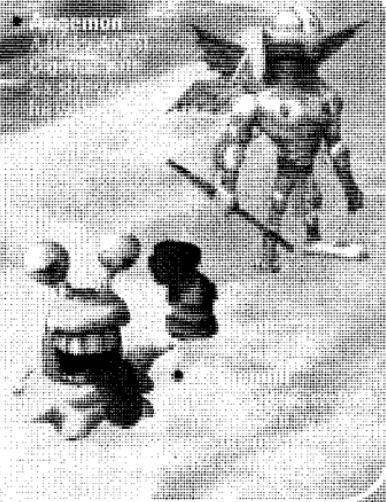


In-Training → Rookie → Champion → Ultimate

## CHAMPION DIGIMON

### Agumon

Agumon is a Champion Digimon who is very strong and has a lot of energy.



## ULTIMATE DIGIMON

### MetalGarurumon

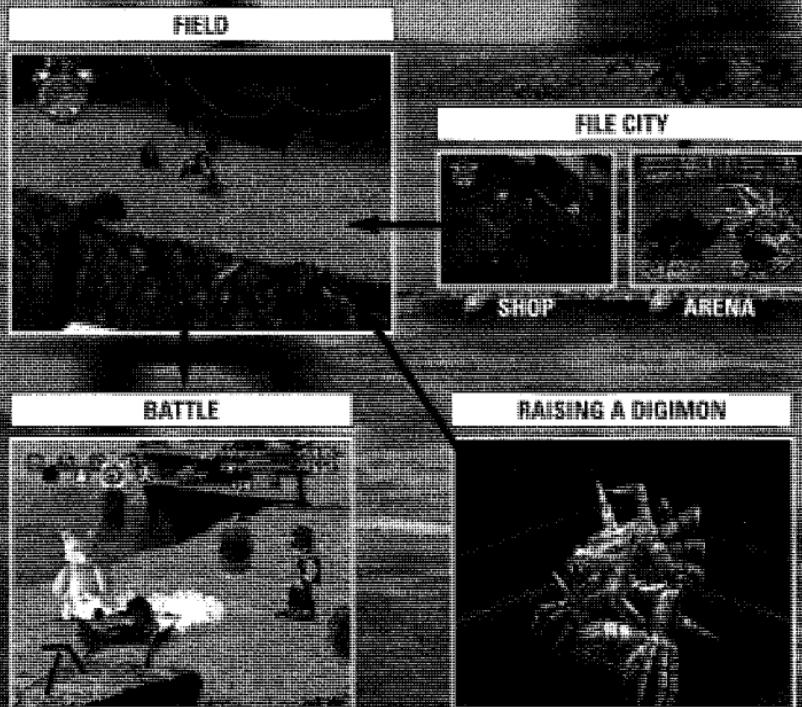
MetalGarurumon is an Ultimate Digimon who is very strong and has a lot of energy.



## GAME FLOW

### HOW TO PLAY

Your purpose in this game is to save Digimon World from danger. This section shows the basic flow of the game. Raise your Digimon partner to become very strong and try to back to the City when Digimon that have lost their Digivolution.



## FIELD AND MENU

### FIELD SCREEN

In Digimon World the City and the Field are connected. You can go between them using the Digivolution Pad. You can also enter a building or a cave from a special entrance.



### MENU SCREEN

In Menu screen, you can check your condition or the condition of your Digimon partner. You can also use the item or raise your Digimon.



### SAVE A GAME

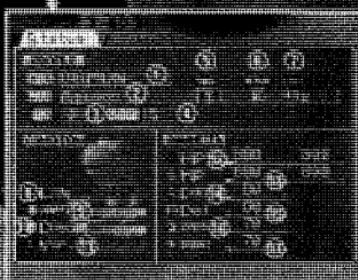
When you raise your Digimon partner, you can save the game to the Memory Card.

1. Item: A list of items you have (See p. 104)
2. Digimon: Check condition of your Digimon partner (See p. 10-11)
3. Player: Check condition of the Player (See p. 12-13)
4. Praise: Causes your Digimon partner (See p. 17)
5. Scold: Scolds your Digimon partner (See p. 12)
6. Sleep: Sleeps your Digimon partner (See p. 10)

# DIGIMON STATUS

## DIGIMON STATUS

From this screen, you can check the current status of your Digimon partner and switch his techniques.



## PROFILE

1. Given Name: Shows the name you gave your present Digimon partner.

2. Digimon Name: Shows your present partner's Digimon name.

3. Age: Your Digimon partner's age.

4. Weight: Your Digimon partner's weight.

5. Specialty: Shows the 3 present partner's Specialties (using F6). These affect the Techniques you can use.

6. Type: Shows your Digimon's type. Based on your Digimon's Type, different Digimon may want to battle. Digimon's Type does not affect the outcome of the battle.



Virus



Vaccine



Data

7. Active Hours: Shows the time of day your Digimon partner is strong or weak for activity.

## CONDITION

8. Life: Each time your Digimon partner loses a battle, his power drops by one. If this goes to zero, he will fade away.

9. Happiness: When this is high, a Digimon lives longer, but it will become weak.

10. Discipline: When this is high, a Digimon tends to be more obedient, but his attack gets weaker.

11. Virus: When a Digimon goes to the bathroom anywhere but in a toilet, this virus gauge increases. (Watch out!)

## PARAMETER

12. HP (Hit Points): Like a LIFE gauge. When this goes to zero, your Digimon will fade away.

13. MP (Magic Points): Assigned to each Technique. When this goes to zero, your Digimon cannot use any techniques.

14. Offense: When the attack Digimon is weak, it is useful.

15. Defense: When the attack Digimon is weak, it is useful.

16. Speed: When this is high, your Digimon will have following training, healing, etc. faster.

17. Brains: A smart Digimon can do many things, but your attack

## TECHNIQUE SET

In "Technique Set," you can check the Techniques that your Digimon partner presently has. You can set a maximum of 3 Techniques at one time. When you press **Q** button in this screen, you can enter TECHNIQUE SET mode and you can switch the Technique. By pressing **Q** button in this screen, you can enter HELP mode.



Your Digimon partner's presently set technique.



Techniques your Digimon partner has mastered that are available to be set.



Techniques your Digimon partner cannot master because it's Special. (See p. 16).



Techniques your Digimon partner has not yet mastered, but once mastered, can be set.

Techniques your Digimon partner has mastered, but cannot be set for his Digimon Specialty.

Techniques you are currently using to get.

## AN EXAMPLE OF SWITCHING TECHNIQUE

1. Select a Technique to remove.



First, move the cursor to "Virus" (lower left of the screen) and press **Q** button. This screen is also used for selecting a new technique.

3. Execute the selection.



If you decide "Magma Bomb" is really the one you want, move the cursor and press **Q** button. Now, the lower right screen is also used for selecting a new technique.

2. Select a new Technique.

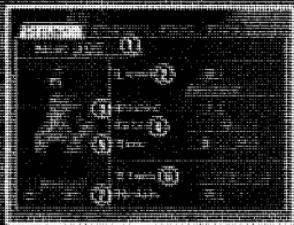


Now, select a new technique to set. Let's select "Magma Bomb."

## PLAYER STATUS

### PLAYER STATUS

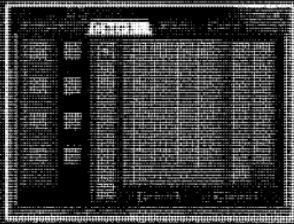
In this menu, you can check the condition of the Player (You).



1. **Name:** The name of the Player (You).
2. **Tamer Level:** Shows the level of the player's Digimon raising skill.
3. **Raised Digimon:** The number of Digimon the player has raised.
4. **Money in Hand:** The money the player currently has in "Bills".
5. **Total Time:** Shows the total time of play.
6. **Special Items:** Special items that the player has gained during adventure.
7. **Medals Collected:** The number of medals the player has gained.

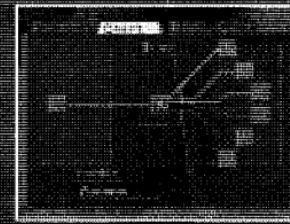
### DIGIMON TABLE

Shows all the Digimon a player has raised. Select a Digimon with a cursor and press **Ⓐ** button to show the Digivolution chart.

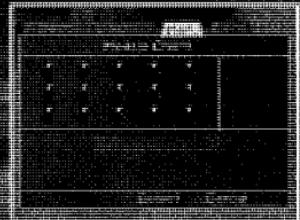


### DIGIVOLUTION CHART

Shows the selected Digimon's growth chart.

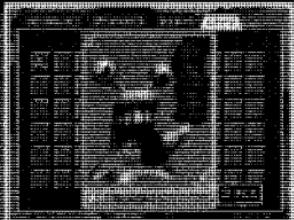


## MEDAL

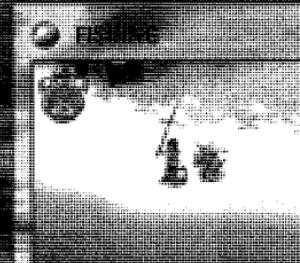


You can win a special achievement medal during a game. You get the medal automatically when you click on a certain hidden location while playing. When you win a medal, it shows on this screen.

## CARD



Ramer has it there is a shop that sells Digimon Cards somewhere in the huge Digimon World. Here you can see all the Digimon cards you've bought and collected.



If you put a fishing rod, you'll be able to fish at Dragon Eye Lake.

Directional Pad: Use Left/Right keys to select where you want to cast the line.  
**Ⓐ** Button: Use to cast your line, make a cast take the bait, and to reel in the line.

### How to fish

1. Set up your bait and line.
2. Decide which direction to cast your line.
3. Press **Ⓐ** button to pull back your rod, then press **Ⓐ** button one more time with the force you want to use to cast your line.
4. When a fish takes the bait, press **Ⓐ** button.
5. Reel in the line using **Ⓐ** button. When the screen goes turns red, the fishing line is about to break, so be careful.

## BATTLE

There are other Digimon on the field besides your partner. When you want another Digimon and it shows the will to fight a battle well-start. During the battle, you can send messages to your Digimon partner using Battle Points.

### BATTLE SCREEN



### 1. Player (You)

### 2. Digimon Partner

### 3. Opponent Digimon

4. MP Gauge: Shows your Digimon partner's remaining MP Points (see p. 10).

5. MP Gauge: Shows your Opponent's partner's remaining MP Points (see p. 10).

6. Touch Gauge: When the gauge is full, your Digimon partner can use his finishing hand attack (see p. 27).

7. Battle Points: By using the Touching you can send messages to your Digimon partner.

### BATTLE ICONS



**Call!** Leave everything to your Digimon partner and let him fight the way he wants.



**imax!** Instruct your Digimon partner to back off and keep a safe distance from the opponent.



**imax!** Tell him to use the techniques you choose.



**imax!** When fighting multiple opponents, you can decide to change which opponent to attack.



**imax!** Instruct your Digimon partner to go on the offensive instead of attacking.



**imax!** Run away from the battle. However, you may not be able to run away from all battles.

The Battle Points change according to the intelligence of your Digimon partner. The levels shown here repeat when your Digimon partner's intelligence is at its highest. There are numerous other levels.

## DIGIMON TECHNIQUES

Each Digimon has special and unique Techniques. The Techniques available will depend on your Digimon Species. Use a TBI to measure all the available Techniques as you can gain an advantage in battle. Each Digimon also has at least one Finishing Technique. A Finishing Technique is a special Technique a Digimon can use in battle when the Touch Gauge is full.

Techs	② PEAK	③ MP	④ TECH	⑤ SP
<b>Magma Bomb</b> <sup>①</sup>	279	132	L	
<b>Spinning Shot</b>	389	150	L	

### 1. Technique Name

### 2. Power: Offensive Power of the Technique

### 3. MP: Magic Points spent when the Technique is used

4. Range: Distance from the Digimon within which the Technique may be used

5. Spec: Extra side effect of the opponent which may occur when the Technique is used.

## STATUS ERROR

**Confusion:** Digimon is confused and is unable to attack the opponent effectively. He will not listen to your commands.

**High Fever:** The Digimon turns red and can't move. This defense is available.

**Poison:** Digimon's HP (Hit Points) will decrease little by little.

**Paralyzed:** Digimon becomes paralyzed and won't be able to move.

## KNOCKOUT COMA

If your Digimon partner's HP (Hit Points) goes to zero during a battle, he will go down and the knockout count will appear. If you don't break the coma by using "Rescue Flappy" or some other item when the knockout count appears, your Digimon partner will not only lose the battle, but will also lose one LIFE. When you lose all LIFE, your Digimon partner will fade away.

## HOW TO RAISE YOUR DIGIMON

The Digimon that you raise will age one year every 24 game hours. As he ages, his looks will digivolve as well. How the Digimon digivolves changes in response to how you raise him. By changing how you train or discipline the Digimon, you can change which of the many different Digimon he may digivolve into.



## THREE KEY ELEMENTS THAT AFFECT DIGIVOLUTION

- Care Mistakes:** The number of care mistakes made in areas such as food, sleep and bathroom is important. In some cases, you must increase the number of care mistakes in order to make your Digimon digivolve into a particular Digimon.
- Weight:** Digimon's weight at Digivolution makes a difference. If you want your Digimon to digivolve into a big, heavy Digimon, put on weight by increasing his food.
- Parameters:** Digimon's Parameters (see p. 10) at Digivolution are important. If you want your Digimon to digivolve into a strong Digimon, keep his Parameters high.

## DIGIMON SPECIALTY

**FIRE:** Offensive Specialty, uses flame or heat energy as a Technique.

**BATTLE:** Attacks using physical strength. He's good at increasing his own power.

**AIR:** Controls the power of wind and electricity. Specializes in overall or indirect attacks.

**NATURE:** Specializes in using poison or scent. He's good at Special Abilities water.

**ICE:** Controls water freely and is able to create cold air by freezing.

**MECH:** Able to control data directly from Digital World. Available only to an Ultimate Digimon.

**FILTH:** Dirty things such as poop. May be powerful against some opponents.

There is a relationship between each Digimon's Specialty and the Techniques they use. For example, a Digimon with the Ice Specialty would use water in a powerful way, but would use fire weakly.

## THOUGHT BALLOON

Your Digimon partner will express his feelings and wants with a thought balloon. Pay attention to the thought balloon and respond as best you can. If you ignore your Digimon, he may sicken and fade away.



**Poop:** Digimon needs to go to the bathroom. If you don't get him to a toilet in time, he will go in a field, increasing his "Virus" gauge.



**Sleep:** Digimon wants to go to sleep. Select "Sleep" (see ③ below) from Menu screen. HP and MP levels will fully recover, and your game status can be saved in memory card.



**Sickness:** Pushing your Digimon physically (like not letting him sleep), may make him sick. Cure him by using the correct Item (see p. 20) or by taking him to a clinic.



**Praise:** Choose ① to praise your Digimon partner. When you do this, his "Happiness" will increase, but his "Discipline" will decrease.



**Food:** Digimon is hungry. Feed him by selecting "Food" from Item screen (see p. 20) and then select "Use."



**Injury:** When Digimon is attacked in battle, and his HP (see p. 10) is low, he may get hurt. Heal the injury by using the correct Item (see p. 20) or taking him to a clinic.



**Tiredness:** Your Digimon is very tired. Go to Jijimon's house and see Punimon, so he can rest. HP and MP levels will increase.



**Scold:** Choose ② to scold your Digimon partner. When you do this, his "Discipline" will increase, but his "Happiness" will decrease.

## TRAINING

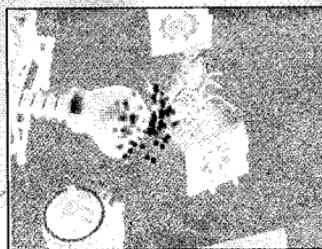
To improve your Digimon partner, training is needed. When you train a Digimon, game time advances 1 hour. Depending on the Digimon's Specialty, some abilities are easy to improve and some abilities are hard to improve. Plan ahead.

## TRAINING AT THE GREEN GYM

TRAINING	EFFECT
<b>Strike:</b>	Boosts Offensive Power
<b>Boulder Moving:</b>	Boosts Max HP level
<b>Punch Glove:</b>	Boosts Defensive Power
<b>Running:</b>	Boosts Speed
<b>Classroom:</b>	Boosts Intelligence
<b>Waterfall:</b>	Boosts Max MP level

**Normal Training:** Abilities do not increase a great deal, but some improvement is guaranteed.

**Bonus Try Training:** When successful, abilities increase a great deal. But take care in case the training fails.



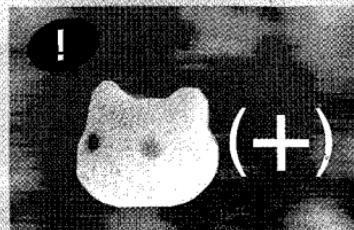
## LEARNING A TECHNIQUE

Your Digimon partner can learn Techniques (see p. 11,15) according to his Specialty (see p. 16) while in the course of an adventure. In some cases he will learn Techniques during training, but this is rare. Mostly, he will learn Techniques by watching his opponents use them in battle.

## INHERITING CARE DATA

In some cases, Digimon may fade away and be reborn during an adventure. At that time, the Digimon gives birth to a Digitama, a Digimon egg, using his last bit of energy. This Digitama may inherit the Care Data. Care Data is the record of how well you cared for your Digimon. The Digimon's cause of fading away determines whether or not Care Data will be inherited.

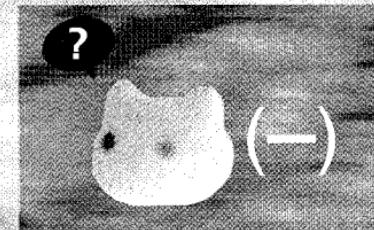
If a Digimon fades away at the end of a normal life span, it will give birth to a good Digitama who inherits all the Digimon's abilities.



All the Techniques the Digimon had learned will be inherited.

A player can choose what kind of Digitama he wants.

If a Digimon fades away as a result of sickness, or if a Digimon loses all LIFE in the course of losing a battle, the Digitama will not inherit most abilities.



Digitama may forget Techniques learned by Digimon.

The kind of Digitama will be chosen randomly.

By letting the Care Data be inherited through many generations, you can raise a powerful Digimon, who has mastered many Techniques.

## ITEMS

There are many different kinds of items. Some recover Digimon's HP (Hit Points) or MP (Magic Points). Some increase his power. You can obtain items by simply pressing up *Item Found*, or buying them at a shop. Here are some item examples:



### RECOVERY ITEMS

#### ITEM NAME      EFFECT

	<b>Recovery Floppy</b>	Recovers HP (Hit Points)
	<b>MP Floppy</b>	Recovers MP (Magic Points)
	<b>Double Floppy</b>	Recovers health and MP
	<b>Various Floppy</b>	Cures an injury (see p. 15)
	<b>Omnipotent Floppy</b>	Recovering Floppy. Recovers HP.
	<b>Protected Floppy</b>	Protects Digimon from attacks
	<b>Recover Floppy</b>	Cures Knockout (see p. 15)
	<b>Bandage</b>	Cures an injury
	<b>Medicine</b>	Cures an injury (see p. 15)

### FOOD ITEMS

#### ITEM NAME      EFFECT

	<b>Meat</b>	Steady meal. Satisfies hunger.
	<b>Bacon</b>	Makes Digimon happy.

### OTHER ITEMS

#### ITEM NAME      EFFECT

	<b>Aero Pitch</b>	Returns to Day fast.
	<b>Potion</b>	Recovering potion. For Digimon.

## BATTLE POWER ITEMS

### ITEM NAME      EFFECT

	<b>Defense Disk</b>	Boosts Defense power in battle.
	<b>Hi-Speed Disk</b>	Boosts Speed power in battle.
	<b>Omnipotent Disk</b>	Boosts all battle abilities.

## PERMANENT ABILITY ITEMS

### ITEM NAME      EFFECT

	<b>Offense Chip</b>	Boosts maximum offensive power level.
	<b>Defense Chip</b>	Boosts maximum defensive power level.
	<b>Brast Chip</b>	Boosts maximum Intel power level.
	<b>Speed Chip</b>	Boosts maximum Speed level.
	<b>HP Chip</b>	Boosts maximum HP/HP level.
	<b>MP Chip</b>	Boosts maximum MP/MP level.

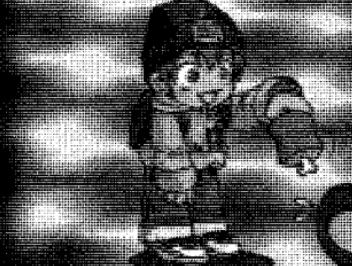
## DIGIVOLUTION ITEM

When you give a Digivolving Digimon a Digivolution Item, your Digimon partner, he can Digivolve regardless of his condition. However, you must give him a Digivolution Item for an In-Training Digimon. Some Digivolution Items are only given to a Champion Digimon.

### ITEM NAME

#### ITEM NAME      EFFECT

	<b>Grey Claws</b>	Digivolve to Greymon.
	<b>Fireball</b>	Digivolve to Metal.
	<b>Giga Wing</b>	Digivolve to Devimon.



(There are many more items than the ones shown here.)

## FILE CITY

File City is the first place in Digital World that you, the Player, will visit. In the beginning, it is deserted and lonely because there are very few Digimon still living there. So, it's up to you to bring back the Digimon culture to File City, as well as your Digimon, as the Digimon are strong and defend them. As you get more friends, they will open up areas that can provide you with useful items, and the City will again flourish.



### SHOPS

#### ITEM KEEPER

This is a shop Arceus opens when the City grows. They will hold items for you that you can't carry.



#### WARP SHOP

Level 1 shop where you keep you Digimon in the world. Defend. You can return easily to the City to continue your adventure.



#### ITEM SHOP

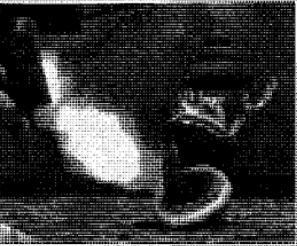
They sell all kinds of items including Digimon Supplies. You can also sell your items here.



File City will develop and more shops will open as more Digimon return to the City. Go back to the City from time to time and you'll find new shops and services.

## ARENA

As the city grows, many shops and services will open. One of the most important is the Arena. Here you can have your Digimon compete against other Digimon who've come to the City for a tournament. The size and frequency of the tournaments held will increase as the City develops.



### HOW TO PARTICIPATE IN A TOURNAMENT

#### 1. REGISTER AT THE RECEPTION DESK

When you register at the Arena reception desk, you can check your tournament by checking the tournament schedule. Depending on the tournament, participants must qualify by meeting requirements such as Digimon Specialty (see p. 16) or generation. If the Digimon does not meet the requirements, he may not be able to compete. Registration must be made at least one day before the opening of the tournament.



#### 2. ENTER THROUGH THE GATE AT GAME TIME

Once you finish registration go to the Arena. To compete, the Digimon must enter through a designated gate. Failure to do so will result in not being able to compete.

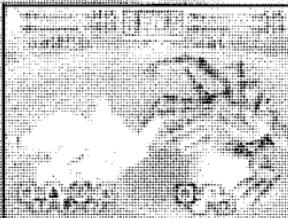
### WARNING!

1. If, due to Derivation or some other reason, your Digimon partner digivolves between the time of registration and the start of the tournament, he will not be allowed to compete.
2. If the match results in a tie, your Digimon partner will be declared the loser.

# COMPETITION BATTLE

## BATTLE WITH FRIENDS

Have a battle with a friend! In a Memory Card Competition Battle, you can use the Digimon data saved in a Memory Card and have the Digimon you raised fight against a Digimon your friend raised.



## HOW TO SAVE YOUR DIGIMON'S DATA FOR COMPETITION BATTLE

In order to play Memory Card Competition Battle, first you have to register (save) the Digimon you raised. You can register using the Save Machine in Jijimon's house. However, you cannot register an In-Training Digimon.



## BATTLE MODE

### SINGLE BATTLE

One-on-one Digimon battle. Players use Controllers 1 and 2 to give orders to each Digimon.

### TEAM BATTLE

Three-on-three or five-on-five team battle. Take on one Digimon at a time.

## MEMORY CARD COMPETITION BATTLE FLOW

### 1. LOAD MEMORY CARD

Insert the Memory Card containing the data of the Digimon you want to compete against and load the data.

### 3. SELECT A STAGE

Select a stage for the match.

### 5. START THE BATTLE!

Competition Battle is similar to Single Battle as played in the regular game. Players give orders to their Digimon using the controller (see Pages 2-3).

### 2. SELECT BATTLE MODE

Select a Battle Mode. There are three modes: Single Battle, 3-on-3 Team Battle, and 5-on-5 Team Battle.

### 4. SELECT A DIGIMON

From among the registered Digimon, select and confirm the Digimon you want to use for the match. When you finish selecting, both players must press the START button.

### 6. VICTORY AND DEFEAT

Results will be displayed on screen. When time runs out, the Digimon who does more damage to the opponent wins. In Team Battle, the team with more winning players wins. When the players' abilities will activate.

## RAISING YOUR DIGIMON

### TRAINING

At first, all training will be done in the Green Gym, but there are other training facilities and the effects are different.



### DIGIMON DIGIVOLUTION

Digimon digivolve to many different Digimon depending on how you raise them. Using Agumon as an example, here is how your care will affect his Digivolution.

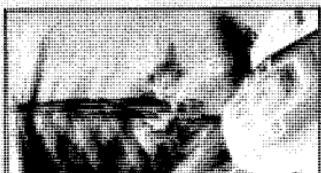


### SPECIAL DIGIVOLUTION

While Digimon Digivolution is affected by what you eat, what you drink, and how you exercise, there are other factors that may mutate. We call this Special Digivolution. It's not as much of a chart or chart, but you can still track their Digivolution regularly. Just like a mutation.

## MEMORY CARD COMPETITION BATTLE

You can save competition battle data anytime. When you raise a strong Digimon, save often.



## EXAMPLE: AGUMON'S DIGIVOLUTION

**Greymon:** In order to make Agumon digivolve to Greymon, he has to have a regularly scheduled lifestyle and high parameters!

**Meramon:** If Agumon has a tight body, high offensive power and a non-routine lifestyle, he will digivolve to Meramon.

**Monochromon:** If Agumon has a heavy body and high defense, he will digivolve to Monochromon.

## BATTLE TIPS

### PARAMETERS CAN INCREASE AS A RESULT OF BATTLE

Although not as much as through training, your Digimon partner's Parameters (see p. 10) will grow a little after winning a battle.

HP	100
MP	100
Def	100
Off	100
Speed	100
Life	100
Fate	150

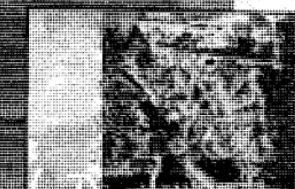
### USE FINISHING TECHNIQUE WISELY TO DEFEAT AN OPPONENT

When the Finish Gauge becomes full, your Digimon partner will be able to use the Finishing Technique (see p. 14, 15) by pressing the Finishing button while your Digimon partner lights up. The Finishing Technique is the most powerful attack. Since there is no way to increase the Finishing Technique, if you use it too much, you might be unable to come back to your way.

1445  
1541  
FINISH!!

### CONSIDER THE OPPONENT'S SPECIALTY AND USE TECHNIQUES ACCORDINGLY!

Each Digimon has certain specialties (see p. 16), which you can exploit in some techniques (see p. 17). If you're weak in defense, it's best to use techniques that inflict damage to your opponent's defense. If you're weak in offense, it's best to use techniques that inflict damage to your opponent's attack. Digivolve accordingly!



## ACCESS DIGIMON WEB!

Digimon Web is a website that Renge has created for Digimon fans. Here, you can find the latest Digimon news and interact with the Digimon fans. Visit anytime!

[www.digimon.com](http://www.digimon.com)